

THE GOLD COLLECTION

COMMODORE 64

LOADING INSTRUCTIONS

CASSETTE

- Both cassettes are recorded on both sides. Tape one has Talladega on side one and Ghost Chaser followed by Dropzone on side two. Tape two has Spy Hunter on one side and Beach-Head followed by Tapper on side two.
- To load tape one, side one and tape two, side one simply ensure that the tape is fully rewound and then follow the loading instructions below.
- When loading the first games on side one of the tapes for the first time rewind the tape and set the counter to 000. Immediately it is loaded make a note of the counter reading. This will be used as the starting point when loading the second games on the second sides. You should rewind side two, set your tape counter to 000, fast forward to the previously noted number. It is always better to be slightly before the noted counter reading for loading purposes.
- Press SHIFT and RUN/STOP on your computer simultaneously and then press the PLAY key on your tape recorder. When the game has loaded press the STOP key on your tape recorder and follow the instructions on the screen.

DISKETTE

- Insert the program Diskette with the label side 1 facing up and close the drive latch. Type on the computer: LOAD "*",8,1 and press the RETURN key. The program will load and run automatically.

TALLADEGA OVERVIEW

Take to the super speedway as you race against KING RICHARD PETTY and 18 top pro drivers. Test your skill in qualifying for a pole position and then let 'er rip in the real life 3-D main event where you lock horns with some of the "good ole boys!" Use strategy to plan your pit stops, draft leading cars to pick up time and save fuel, and be prepared for yellow caution flags. Make the right decisions, keep the pedal to the metal, have a little "racing luck" and you might beat Richard to the checkered flag. Remember, your opponents aren't just obstacles, they're "smart" drivers, each with his own strategy designed to beat you. After some experience you should learn to anticipate what many of the other drivers have planned, but watch out for Richard Petty... after 200 Grand National wins, he's not going to be easy and the KING doesn't like to lose!

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT No. 2 (it will not function in CONTROL PORT NO. 1).

PLAYING RICHARD PETTY'S

TALLADEGA FOR THE FIRST TIME:

First you must choose on which type of track you would like to race. In the centre of the screen will appear:

Tri-oval 30 laps
Random 30 laps
Random R/pet

The Tri-Oval track choice is the easiest track level. The Random track level is a track that the computer randomly creates that will have combinations of short and long runs. The Random repeat is used to race on the last random track you have just played.

To choose the track level, follow the instructions on the screen.

Qualifying

Now you are ready to qualify for your starting position: 1st (Pole position) through 20th (last).

Car Controls are as follows: Pressing and holding the fire button down increases your speed. The speed will increase until you reach top speed (250 mph). If you run into any obstacles, your car will slow down.

Pushing Joystick 2 Left or Right moves your car left and right.

Pulling back on the Joystick (Away from screen) will slow your car until it stops.

Note: Braking has precedence over accelerating.

The Turbo-Boost

The Boost allows you to immediately increase your car's speed dramatically. This is very important if you need to pass other cars quickly.

The Boost can only be activated when your car is at top-speed (250 mph). When you bring your car up to 250 mph, press and hold the fire button down, at the same time push the joystick forward and hold it forward, the car will immediately speed up and the sound of the Boost being activated will be heard. If at any time you let go of the fire button or move the stick in any other direction, the Boost will disengage. If you run out of fuel, drive on the shoulder of the road, bump into a car or do anything else that may cause your car to slow down, the Boost will disengage. Using the Boost has certain disadvantages: Using the Boost causes large amounts of fuel to be consumed. Using the Boost is dangerous because it causes the car to go faster than the speed at which it can be controlled around turns. Therefore, using the Boost on a turn will make your car slide out dangerously, perhaps into another car or flag.

Because of the previously mentioned disadvantages, the Boost should only be used on straight sections of track and only if the amount of fuel lost makes up for the positions gained. This is usually on the last one or two laps of the race when you won't have to make any more pit stops.

Note: Using the Turbo-Boost during qualifying will NOT improve your qualifying time.

The computer will now notify you that it is time to qualify by displaying "Prepare to Qualify" and then telling you when to go. When you are ready, press down and hold the fire button until you reach top speed. You will pass the Start/Finish flags on the right side of the screen and your qualifying lap will begin.

Cutting the turns

To be able to go around the whole track at top speed, you must cut the turns. Before a turn comes up, position your car near the right shoulder of the track (taking care that you don't hit the red and white shoulder for this will slow you down) and just BEFORE you actually get into the turn, move your car to the LEFT and hold the joystick to the left. Your car should be going at least over 200 mph. When the car reaches the Left red and white shoulder, it will not slow down, instead your car will then begin to slide back to the right side of the track. Once you are out of the turn, you can resume normal control of your car.

Note: If at any time while you are cutting a turn, you move the joystick in any direction but Left, the car will automatically disengage the cutting turn routine and you will have normal control again. This is important for control of your car while going through traffic. ALSO, you must be moving to the left BEFORE the turn pulls your car to the right or you won't be able to cut the turn.

Also note that travelling on the longest line on a turn or spending most of the time on the right-most part of the track will result in a higher lap-time than if you stayed more to the inside part of the turn (left side). This is very important if you want to have a good qualifying time.

There will be a few cars on the qualifying run so watch out!

Qualifying continued

After you have finished the qualifying lap, the computer will either tell you that you qualified or that you did not. If you have qualified, then in the top left corner of the screen will be your Lap Time and your Place on the starting grid. In the top centre of the screen will be displayed your Place and your Qualifying Bonus Points (the better Place, the better Bonus Points). If you do not qualify, then you are not allowed to compete in the race and the results of the race you were not in are displayed. You will then be given a chance to qualify for the next race.

The Race

If you did qualify, you can now begin the race. Your car will be set up on the starting grid in your qualified position and the screen will tell you when to begin.

The First Lap

The first lap (from the starting place to the Start/Finish flags) is very important. You can gain many positions or lose many positions. Since not all of the racers have the same car, some may have difficulty starting up or some just might miss the starting indicators. Whatever the case, make sure you start on time and drive carefully since some cars may have stalled on the track ahead of you. Also watch behind your car for any cars that may try to sneak by you.

The Race continued

Despite the level at which you are racing, many variables should be considered. All races can have accidents at any time. Your car can have problems at any time, although most problems are caused by rough driving. Depending on whether or not you draft the cars ahead of you or if you drive on the shoulders of the road determines how fast you will consume gasoline. Also, tyre wear is greatly increased by driving on the shoulders. A sudden stop or a complete stop on the track is almost always asking for trouble. If you have to stop, do it in the pits. Always keep one eye on the indicators on the top of the screen, and make a pit stop if something is amiss.

Racing Strategies

Unlike most racing games, each driver on the track has his own racing strategies and styles. Some cars will be harder to pass than others. Many cars will attempt to block you from passing them and many times you will have to either trick them at the right point on a turn or slow down.

Remember it is better to remain in your position until the right opportunity comes, otherwise you could lose five or more positions by making a mistake.

The Pit Stop

The best time to make a pit stop is during a yellow flag. You will not lose your position and you will have ample time to fix whatever needs repair. However, some races will have few accidents and so you must take only as much time as necessary to get the job done.

The Racing Screen

This is the screen with your car on the track and the other cars you are racing against.

Your Position Information

In the top left part of the screen is everything you need to know about your current position on the track. You last lap's Lap Time, the current lap that you are running and your current Place on the track.

Track Condition

The track condition is indicated by a small flag inside the position information area. The flat descriptions are as follows:

- Green – Everything is ok.
- Yellow – Caution, there is an accident.
- White – one more lap for you to go for the race.
- Checkered – Need this explained?

Car Performance

This is the small square of information in the centre of the screen. Your tyres' condition (0.99). Number of gallons left in your tank, and Current speed of your car is displayed here.

Next Car for You to Overcome

At the top right corner of the screen there is a number followed by a dash. This number is the position of the car one place ahead of you in the race. Next are two lines, giving the name of this driver, his car name or number. If you are in first place "PLAYER'S CAR" will be visible here.

Your Score

Your Score is displayed under the next car you have to overcome and is calculated by how fast you are going, what bonus you received upon qualifying, how many laps you have led the race and what position you finished the race.

Pit Stops Explained

The pit area is a section of extra pavement on the left side of the track just after turn 3 and before the start-finish line. To make a pit stop, you must move your car all the way to the left until your car is in the pit area and slow your car until it stops completely. It is advisable to slow down a bit before entering the pits or you might miss them.

Once you have stopped completely, the screen will change to an over-view of your car in the pit area. At the bottom of the screen is a list of things that you can do, plus any vital information about the other cars on the track and your position.

By moving the joystick, you can position the cursor under various functions and by pressing the button, you will have chosen that which is to be done.

These functions include:

- Add Fuel
- Change Tyres
- Check and Fix Engine
- Leave Pits

Choose what you would like to have done by moving the flashing cursor on the function you would like to have performed and press the fire button. To move the cursor, push the joystick in any direction once, the cursor will then move down one position on the list of jobs. By manipulating the cursor, choose what you would like to have done. An asterisk will appear next to the job being worked on. When a 'D' appears next to the job, then that means that the job is done. Depending on what you have chosen to be performed determines how long your pit stop requires. Some jobs take longer than others.

When you have done all that is needed, move the cursor under LEAVE PITS and press the button. You will then go back into the race.

Also note that you can leave the pits at any time by moving the cursor to LEAVE PITS and pressing the button. If the jobs you have asked to be done are not yet finished you will cause everything to be dropped and you will be able to leave the pit area immediately. This is desirable in case you have very little time.

The YELLOW FLAG Condition

When the yellow flag comes out, you must race all the way to the START/FINISH flags whether or not you decide to go into the pits. This is to establish your restarting position once the green comes back out.

Once the screen in the top centre displays your restarting position, then you can travel around the track until you reach the pit area again. If you want to make a pit stop, do it now. If you don't want to, then continue until you reach the START/FINISH flags again. You will be repositioned in your restarting grid position and you will resume the race.

If you enter the pits, you can take as much time as needed, or until a warning message is issued at the bottom of the Pit Stop screen, in which case you will have to leave the pits rapidly.

Note that since yellow flag conditions result in the repacking of cars in new grid positions, you can in effect have been almost 1 lap behind a car and be repositioned right next to it. This is of course only possible if you were on the same lap as the other car. This can also work against you if you had a hard time passing another car and then it is repositioned right next to you.

Drafting

Drafting is following the other car in front of you closely so as to take advantage of the reduction of air resistance against your car thus reducing your gas consumption. To take advantage of drafting, just move your car behind another car travelling at relatively the same speed that you are. When you are truly drafting, your car's colour will turn a lighter shade of blue and the sound of the air rushing by will be heard. Drafting is very important if you end up with just a few gallons of gasoline left near the end of a race.

Tyre Wear

Your tyres' tread number is always set to 99 when you first start out. Whenever you drive on the shoulders of the road, the tyre tread number will decrease. If the tread number gets below a safe level, it will start flashing. Should the tread number reach 0, you will be out of the race and many times you will crash. The tyre tread number can be increased by 99 by making a pit stop and replacing the tyres.

Fuel Consumption

Fuel consumption is based on how fast you are going, whether or not you are drafting, if you are driving on the shoulder of the road or if you are currently using the Turbo-Boost. You start out with 22 gallons and you can increase the amount during pit stops. Remember that you can choose to get only a few gallons of gas in the pits if time is of the essence. The fuel number will flash if you are running low on fuel.

Car Collisions and Leaning On Cars

A car collision can be caused by running into a car that has stopped on the track, by stopping on the track and being run into from behind, or by sliding out of a turn so quickly that you seriously hit another car. You can also run into the flags on the right shoulder of the road which will cause you to crash. The other cars will usually try to get out of your way and of each other, but sometimes a car may be boxed in by other cars and will usually crash into you. Cars will slow down to a point, but they will never dangerously stop completely.

During the course of the race, it is possible to bump lightly into other cars to influence them to move over or to lean on them during a turn. Note that to lean on a car, you must be on the left side of it and have your joystick pushed to the left while your car tends to slide to the right on a turn. Too much leaning and you could crash. Leaning on another car is important because it allows you to retain your position while going top speed.

Blocking other cars is possible by going in front of them and slowing down slightly. This is essential to keep your position. The car being blocked will either slow down if you have boxed it in or it will pass by you. Just remember not to slow down too much.

Engine Trouble

For some unknown reason, your car's engine may have trouble. This trouble is recognised by the car's inability to remain at a certain speed when you let go of the fire button. When this happens, it is advisable to make a pit stop and select the Check and Fix Engine job. If you don't run the risk of having the engine suddenly break down and then you usually cannot go faster than a certain speed which could result in an accident. Note that this can be completely prevented by running the Check and Fix engine job whenever you can. Checking the engine is much quicker than if it has already broken down and the pit crew has to fix it.

GAME OVER

The Game is over if you crash, run out of gas, blow a tire or complete the race. In any case, the computer will return to the starting screen which is the Track level choice.

HOST CHASER

In GHOST CHASER you will meet Harry the Ghost Chaser and a host of strange adversaries as you explore the 16 different rooms of mysterious Fairport Manor. Points are scored each time you blast the various Phantom Ghosts which materialise at random. The only way to capture these spirits is to find your way into the treasure room. Scattered throughout the manor are eight keys. As you find and collect these keys, additional doors open allowing you to go deeper and deeper into the manor. Watch out for the many tricky obstacles and above all, avoid contact with anything that moves! They'll send shivers up and down your spine!

CONTROLS AND GAME PLAY

Control keys: Use the 15 key to switch from one or two player mode. To begin the game, press the F7 key. Once the game begins, you can pause the action by pressing the "Commodore" key. Pressing the key again will continue play.

Joystick: Insert joystick into slot = 1. The joystick controls the movement of Harry the Ghost Chaser in the following manner. Move the joystick left or right to move Harry left or right. The longer that the joystick is held in one direction, the faster Harry moves. To jump up, point the joystick up. To jump left or right, point the joystick towards the upper left or upper right. To climb up, down, left or right, point joystick in desired direction. Some screens allow Harry to jump up to a hanging rail. Harry can move left and right while hanging. Point joystick up to tuck up Harry's legs when hanging. Point joystick down to drop them again. Harry can also duck in order to avoid ghosts and other creatures; move the joystick downwards to duck Harry's head.

Shooting: At start of game, Harry has three ectoplasm globes which can be thrown at a Phantom Ghost. Press the joystick fire button and point the joystick in the Phantom's direction. If Harry hits the Phantom, it will be stunned and disappear. Only five ectoplasm globes can be held at a time, you can replenish your ectoplasm supply by picking up the globes found throughout Fairport Manor.

DROPZONE

MISSION BRIEFING

It is the year 2085, and only a handful of people have survived the devastating robot wars. In a final bid for human survival the peoples of the earth unite to develop the ultimate transportation, a Tacheon propelled star cruiser, capable of overcoming relativistic limitations to fresh new star systems.

The Tacheon drive relies on bombarding very rare IONIAN crystals with quarks. But all the earth's resources were used up developing a prototype and so a consignment of men is despatched to the hostile young planet of IO, Jupiter's 2nd inner most moon. It is here that the crystals are found in abundance scattered all over the surface. They are continually thrown up from the depths of the planet by the elemental forces of the three active volcanoes, first discovered way back in the 1980's.

Not long after building a moonbase in the flat bed of a large crater the first wave of aliens arrive from Jupiter to rid their moon of the human invaders.

It is your mission to protect the men and their crystals from the marauding aliens. You have been equipped with the latest pulse laser back pack

OTHER FEATURES

You start with a consignment of eight men, 15 seconds of cloaking power, 3 lives and 3 strata bombs. You get 1 bonus life and strata bomb for every 10,000 point mark that you reach, and 7 seconds extra cloak power for each wave. After one million points has been achieved no more bonus lives or strata bombs will be awarded. (But if you are that good you shouldn't need them!). A wave is finished by destroying all planters, spores, trailers, blunder storms and landing all the men back at the moonbase. You receive a points bonus at the end of every attack wave for the number of rescued men multiplied by the wave number, up to a maximum of 500 points per man. You also get this for landing each man during the wave. Every 5th wave a fresh consignment of men arrives. Prior to this round you will have to battle through a TRAILER INVASION wave. The game has attack waves numbering 1 to 99. After 99 waves 95 to 99 are repeated. Each wave is entirely random in action and warp-on entry. If you lose a life whilst carrying a man he will be replaced on the surface. If you save and land all eight men then no more android attacks will occur for the rest of that wave. BUT if you have saved less than eight men then every now and then one android will actually invade the moonbase by descending onto the landing pad and running into the moonbase.

HALL OF FAME

If at the end of the mission life you have gained a sufficiently high score you will be asked to enter your initials into the Dropzone Hall of Fame. This will be accompanied by a special dynamic colour sequence to signify that you are one of the top eight heroes to attempt a Dropzone mission. To select your initials push the joystick to the left or right, to enter the letter press the fire button. You are allowed 60 seconds in which to do this.

MISSION RATING

Depending upon your performance you will be awarded one of 10 ranks. A beginner might not achieve the 10,000 mark and will not receive a rank. An average score might get you Moon Cadet status. But for the mission to be considered a total success you must achieve the rank of MEGASTAR. This is universally regarded as the ultimate galactic distinction possible and will be awarded to supreme warriors who fight off the aliens to score 1,000,000 points or more.

STRATEGY

The method you adopt is best found by experiencing the way of life of IO and by mastering the co-ordination and reflexes required to control your back pack with a firm joystick.

For example, you might find that waiting to destroy Androids as they fall to the surface is the best way to build up a score. Or you might rescue all the men as quickly as you can. But remember, the Nmeye will be sent in to sort you out if you take too long. Also the strategy you adopt will partly depend on how far the men are from the moonbase at the start of each wave. This is different for every round except for the very first which is always fairly easy.

The newcomer to Dropzone will probably thrust too much, reducing reaction time to incoming aliens. It is best to thrust only occasionally and to clear up each area of activity as you find it.

Listen out for the whistles of help that echo around the planet. On hearing them, use the direction indicator and scanner to locate the trouble. If you have to race halfway across IO to protect a man then keep a watchful eye on the scanners as this will forewarn you of any oncoming aliens. Use your cloak if the attack zone is full of aliens firing bombs at you.

The moment a Nemesis enters the main viewing area it lets off a warning sound. They then zero in on you. To destroy them will take some practice at out circling them, then reversing and firing at exactly the point when they are level with you.

Use of the cloak will help you in many situations such as picking up a man just before he is about to be destroyed by the Android, or landing men whilst being blitzed by a Nmeye.

Trailers have a personality of their own. Once learnt, the Trailer Invasion waves can be quickly completed. The cloak is useful here as well.

Always keep an eye on Blunder Storms. Before they strike they rumble different colours for about a second giving you the chance to get out of the way. When moving fast, check that any oncoming storms are not raining so that you can use your cloak or pass over them.

If all the men die an earthquake occurs and Anti-Matter appears everywhere. Because the volcanoes are now dangerous it is best to stay in one region between two volcanoes and use your cloak if you have to pass over one. If you lose a life from colliding with a lump of magma, you will re-materialise over the same space. So you must get out of the way quickly or else you will lose another life.

If you use too many strata bombs in quick succession the aliens will send in an Nmeye to retaliate.

SCORING

Men	100 - 500	for rescuing during wave
Men	100 - 500	for each man surviving the wave
Men	0	if destroyed
Android	50	if shot while descending with Planter
Android	50	if shot whilst chasing a man
Android	500	if shot when falling from a destroyed Planter
Planters	250	Spores
Nemesies	150	Trailers
Anti-Matter	150	Nmeyes
Blunder Storms	250	Loss of Life
	750	10

SPY HUNTER

USING YOUR CONTROLS

1. Plug the cable for joystick #1 into joystick #1. THIS IS THE ACTIVE JOYSTICK which controls the movement of your Spy Car.
2. Plug the cable for joystick #2 into joystick #2. THIS JOYSTICK PROVIDES AN ADDED FIRE BUTTON ONLY.
3. When playing Spy Hunter, hold the joysticks vertically, with joystick #1 (the active joystick) at the bottom and joystick #2 above it. You use only joystick #1 to manoeuvre your Spy Car. Both Fire Buttons are used for activating your Spy Weapons.
4. To pause game, press F7 key
5. Other key functions: F1 – Restart F3 – Reset Option RESTORE – Reset to title page.
6. IMPORTANT: Depress the key you choose and HOLD IT DOWN. SET UP AND GAME CONTROL
7. Insert the game diskette while power is OFF.
8. Turn the power ON.
9. FOR THE DISKETTE type LOAD SPYHUNTER – When it is ready type RUN FOR THE CASSETTE, press SHIFT and RUN STOP simultaneously, then the game will load automatically.
10. Then, for the diskette, select either J (joystick) or K (keyboard) and E (expert) for the more challenging game, or N (novice), for the easier game, by using the keyboard. The NOVICE game runs on a counter that gives you 999 units to complete the first leg of the course. You have an unlimited number of Spy Lives (cars) during this time. After the period is completed, you earn one extra Spy Car. You earn another Spy Car after 20,000 points and one every 10,000 thereafter. The EXPERT game also starts with an initial 999 counter, but at a higher difficulty level. The enemy is more aggressive and you are given one Spy Car after the counter runs down. You earn another Spy Car at 20,000 points, then one every 20,000 thereafter.
11. You'll hear the Spy Hunter theme as the Weapons Van pulls onto the side of the road, letting you Spy Hunter car roll out the back and onto the road.

6. Use your button joystick control to manoeuvre your Spy Car through the dangers of the road and waters of Spy Hunter in the following way:



7. If you wish to play Spy Hunter using keyboard controls rather than the joystick, here are the keys to use:

UP – I
Down – K Left – J Right – L Fire forward – A
Fire backward – Z

8. Spy Hunter's special Dual Control Module enables the player to activate both Fire Buttons easily. Only the bottom joystick affects the movement of your Spy Car. However, both Fire Buttons are used to activate weapons. The bottom Fire Button activates rear firing weapons. (See Weapons Section)

HOW TO PLAY

Screen and Gameplay

Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The Van stops and your Spy Car rolls out the back, armed with machine guns. You then manoeuvre your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase the enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls onto the road shoulder to let the new Spy Car roll out the back and onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change colour as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes amphibious and skims along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents. There is also a stretch of bridges and a stretch of icy Road in other screens. On the Icy Road, the surface is slippery and your car is harder to control.

Weapons

Each time you enter a new terrain the Weapons Van appears on the side of the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred.

Here's how to activate your various weapons.

Joystick – Bottom Fire Button activates Machine Gun and Missiles
Top Fire Button activates Smoke Screen and Oil Slick.

Keyboard – "A" activates Machine Gun and Missiles
"Z" activates Smoke Screen and Oil Slicks.

The weapons you have available to you at any given time are displayed at the bottom right of the screen.

You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

Enemy Agents

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry. They are:

The Road Lord (bulletproof)	The Enforcer
Must be rammed off the road by Spy Car	Fires a shotgun
Switch Blade	The Copter (Mad Bomber)
Extended buzz saw hubcaps to slash cars	Drops bombs onto Spy Car
Barrel Dumper	Doctor Torpedo
Dumps barrels in water ahead of Spy Boat	Fires torpedoes at Spy Boat

Running off the road, or running into a screen boundary, at any time will also cost you a Spy Car.

SCORING

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen.

Here's how the scoring adds up:

Travelling on the water 15 points for every 1/4 of screen
Travelling on the road 25 points for every 1/4 of screen

If you destroy:

The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the boathouse, as you move from land to water and back again, you earn 1500 points.

BEACH-HEAD

SEQUENCE 1 – AERIAL RECONNAISSANCE

The opening sequence is an aerial reconnaissance overview of enemy held territory. At this point your first command strategy decision must be made.

Choices – You can choose between two strategies

1. Take your ten ship fleet through the hidden passage.

The advantages to this strategy are:

- (a) Catch the enemy off guard and unprepared. His airpower and naval forces will not be as strong.
- (b) Your overall point total will be increased if you are successful in navigating the passage.

2. Take the enemy head-on and go straight into battle.

The advantage to this strategy is:

- (a) Your fleet will not have to navigate the perilous hidden passage. The passage is extremely difficult to navigate because it is mined and torpedoes are launched at random throughout the channel.

Note: If you selected the skill level for two players, the strategy for player one will be the same for player two.

To manoeuvre your fleet, move the joystick in the direction you wish to travel. Once moving, your fleet will continue in that direction.

If you choose a frontal attack proceed directly through the main channel and engage the enemy.

If you choose to navigate the hidden passage manoeuvre your fleet close to shore along the outer edge of the peninsula. When you have found the passage, the general quarters alarm will sound.

SEQUENCE 2 – THE HIDDEN PASSAGE

In this scene you will have to cross through a mined channel and avoid being struck by torpedoes fired by the automated defence system. To manoeuvre your ship, push left on the stick to turn left, right to turn right, forward to speed up and back to stop. Head for the opening directly across from the starting point.

Once you leave the passage you will be in position to surprise the enemy and catch them in their harbour. Move swiftly to engage the enemy.

SEQUENCE 3 – GENERAL QUARTERS

Fighters at Twelve O'Clock!

Enemy fighter squadrons are now attacking your fleet! If you have surprised the enemy, many of his aircraft are below deck and will be unable to respond to the attack. If you use strategy two, the number of aircraft attacking your ships is considerably greater.

Use your joystick to aim your anti-aircraft guns and shoot down enemy planes. Pull back to raise or push forward to lower your guns. Press the button to fire. Your ammunition will not run out, but it does take a certain amount of time to replenish. Do not waste shells or you will not be able to fire rapidly at a critical time.

Enemy surveillance aircraft occasionally fly by to report the battle progress back to the island. If you destroy these planes it will add 2000 points to your score.

If you survive the onslaught of enemy aircraft, the naval battle begins.

SEQUENCE 4 – BATTLE STATIONS

Once enemy aircraft have been neutralised, the enemy battleships and cruisers will begin shelling your fleet. The joystick is now used to fire your heavy guns to sink the enemy ships. Again, as in the previous scene, if you have surprised the enemy and caught them out of position, it will take them longer to zero in on your fleet.

TO CONTROL YOUR GUNS

Each enemy ship is at a different distance from your fleet. When you fire your guns, a readout will appear on your control panel telling you the distance in metres that your shell was long or short. Your joystick controls the angle in degrees your guns are aiming. Each 0.5 degrees equals 100 metres. For example, if your readout says that your shell is 1000 metres long, then you should decrease your gun elevation by 5° to hit the target.

The control is the same as the anti-aircraft guns. However, the vertical movement will accelerate the longer you hold the position of the joystick.

Bonus Points

The enemy aircraft carrier will attempt to escape. If you sink the carrier, it will add 10,000 points to your score.

After the naval battle, you must manoeuvre your remaining ships into the enemy harbour. Since there is only room for four ships in the harbour, you will be awarded 2,000 points for each extra ship.

SEQUENCE 5 – BEACH-HEAD!

Each ship that you navigate into the harbour carries two tanks. After your tanks have landed and your beach-head is established, you must fight your way through the island defence systems to get to the fortress of Kuhn-Lin. Once your tanks start forward there is no turning back! Tanks have side to side mobility but will continue forward at a constant speed. There are numerous obstacles in your way including mines, anti-tank guns, enemy tanks, bunkers etc. At this point the enemy is prepared and is throwing all his defence against your tanks to stop them. Each enemy defence system is worth a certain number of points, and their value is displayed when they are destroyed. Each time a tank succeeds in reaching Kuhn-Lin, the difficulty increases for the next tank. It will take you several tanks to finally destroy the fortress.

SEQUENCE 6 – THE FINAL BATTLE

Once a tank has reached Kuhn-Lin, you must land 10 shells in the fortress to destroy it. There are ten targets to hit, but only one is vulnerable at a time. The vulnerable target will turn white. As each white target is hit another will appear until all ten have been destroyed in sequence.

The fortress is defended by a huge cannon. Once this cannon has sighted you, it